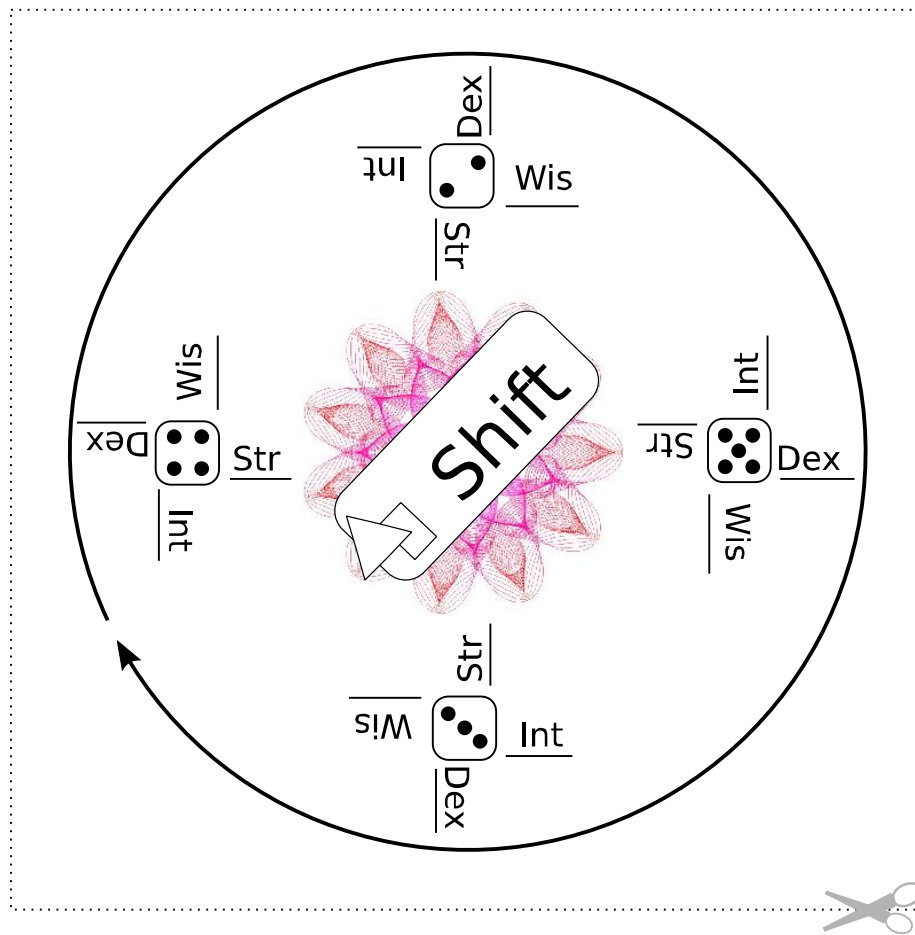


Just like:

■ Inception ■ Dark City ■ Matrix ■ Adaptation ■ Stranger Than Fiction ■ Truman Show



Cliche

Attitude

- ☐ Lovelorn
- ☐ Whimsical
- ☐ Distant
- ☐ Pragmatic
- ☐ Punctual
- ☐ Lazy
- ☐ _____

Profession

- ☐ Farmer
- ☐ Carpenter
- ☐ Guard
- ☐ Student
- ☐ Clerk
- ☐ Smith
- ☐ _____

Anchor Tokens

PCs start with 2 Anchor Tokens.

- Tokens let you retain memory across Shifts
- You may give tokens to NPCs

However,

- Anyone who dies with a token is erased from all versions of all realities.
- Whereas, someone who died without a token could be restored by a SHIFT.

Overcoming Challenges

- Make a plan involving two stats
- Roll two six-sided dice:
 - die1 < stat1 = Success
 - die2 < stat2 = No complications

■ Both = Stats = **SHIFT!**

1 Combat = 2 Challenges

Shift (everyone rotates stats 90deg)

What's Wrong?

- ☐ Deja-vu
- ☐ Double-Take
- ☐ Alien Geometry
- ☐ Goosebumps
- ☐ Messages
- ☐ Visions
- ☐ _____

Why?

- ☐ Simulation
- ☐ Dream
- ☐ Multiverse
- ☐ Fiction
- ☐ Delusion
- ☐ Game
- ☐ Experiment
- ☐ _____

Change One:

- ☐ genre
- ☐ tone
- ☐ timeline
- ☐ technology
- ☐ aliens
- ☐ event
- ☐ _____

Alter Egos

Shift 1

- ☐ Rogue
- ☐ Hacker
- ☐ Wizard
- ☐ Knight
- ☐ Politician
- ☐ Sniper
- ☐ _____

Shift 2

- ☐ Herald
- ☐ Speedster
- ☐ Polymorph
- ☐ Ninja
- ☐ Tank
- ☐ _____

Shift 3

- ☐ _____

Injuries

- ☐ Bruising
- ☐ Scrapes
- ☐ Gashes
- ☐ Limbs
- ☐ Dead
- ☐ _____

When there's a SHIFT, characters without an anchor token lose all memory of previous realities.